

A VOICE OF NOW

6 AIRS
71DB
71DH
71DX
72OA
72ABa
72AP
wrapup.



25-3-73

\$2.25 per yr.
(18 issues)

*includes
NOW membership
for Mich.
res.
ank



71DB FALL 1908
ENGLAND vs THE WORLD:

ITALY(SCHWASS) A Tyo S French A
Hun: A Pic S F Tus: F Bas S A Pic
F Rom S A Nap: A Nap H:

FRANCE(NEFRON) A Bur-Par: A Hun S
Austrian A Sil: A Mar S F Lyo-
Spaso: F Bur-Par: F Lyo-Spa sc:
F Tyr-Tun: F Ves S F Tun-Haf:

AUSTRIA(DEN UYL) A Ukr S A Gal-
War: A Ser-Mos: A Gal- War: A Boh
S French A Hun: A Vie H: A Bur-
Gal: A Sil S French A Hun-Bar:
F Ion S Italian A Nap: F Gre S
F Ion:

ENGLAND(PHILIPS) A Ser S A War-
Mos: A Mos-Ukr: A Pru S A Ber-
Sil: A Ber-Sil: A Kis S A Bur S
French A Bur-Hun: F Bal H: F Boh-
Bel: F Bur-Hun: F Bur-Hun: F Bur-
H F Bur-Hun: A Bur-Hun:

The underlined moves fail. The
winter and spring moves for Winter
1908 and Spring 1909 are due on
15-4-73 unless any one objects!
If you object please notify me by
the next deadline and I'll
Supply Chart will be for gone as
England picks up the and my build
one the rest remain the same.
Spring 1909 orders may be made
conditional on this build.

When in doubt don't think act.

71 DB SPRING 1908
ENIGMS OF PEACE STOPPED:

TURKEY(LEAHEN) F Ant-His: A's
Con, Bay and from all H:

RUSSIA(HENRY) F Ser H: A War S
A Mos: A Loe S A War:

GERMANY(MATTHEWS) A Ruh S French
A Bur-Hun:

AUSTRIA(SCHWASS) A Hun H: A Gal-War:
A Rom-Ukr: A Bud-Hun: F Tri S
Italian A Ven: F Gre-Aeg: F Balas
S F Gre-Aeg: A Vie-Tyo:

ITALY(ELSON) A Ven S French A Tyo-
Tri:

FRANCE(NEFRON) A Par S A Pic-Bre:
A Pic-Bre: A Bur-Hun: A Tyo-Tri:
F Nap-Ion: F Tun-Ves:

ENGLAND(JOHNSON) A Liv-Hos:
A Ser S A Liv-Hos: F Bal S F Kis:
F Hol-Bel: A Hile-War: F Ion-Hth:
F Eng-Hid: F Bre-Gas:

The underlined moves fail. The
Austrian F Tri and A Hun are both
displaced and retreat Alb, Adr oth
and Boh, Ber, Sil oth respectively.
The Russian: Hie retreats to Ukr.
The Fall 1908 moves can be made
conditional on these retreats.
they are due at 10AM 15-4-73.
PRESS: COLOGNE: First Army head-
quarters has announced the launching
of a surpris assault into
Alsace-Lorraine by the French

NOTICE TO PLAYERS 72 AP: I have on file your GD's! please inform me by the next deadline what you would like done with your GD or I'll return it to you. Bill Thomas \$2, Bob Matthews \$1 Mike Racemora \$2 John Hendry \$2 Ron Gorski 25¢ Tom Kistler has already told me what to do with his GD. Please let me know. Thanks you all, you were all beautiful players!

71 DX SPRING 1908

FRANCE MOVES DEEPER INTO ITALY:

ITALY(EYNON) F Nap S A Rom: A Rom
S F Nap:

AUSTRIA(BEASECKER) A Vie S A Bud:
A Bud S German A Gal-Rum: A Tri-
Scr:

TURKEY(SCHWASS) A Rum S Russian
A Sev: A Scr-Tri: F Ion C A Apr-Gre:
A Apr-Gre: A Con-Bul: F Bla S
A Rum: F Eas-Aeg: A SmyH:

RUSSIA(JOHNSON) A Sev-Arm:

FRANCE(LOERICK) A Tus-Rom: A Yor H:
A Ven & F Tyr S A Tus-Rom: F Eyo S
F Tyr: F Wes-Tun: A Pic- Tus: F Tun-
Ion: A Mar H: F EngH: A Pic H:

GERMANY(LANGS) A Mos-Sev: A Ukr
S A Mos-Sev: A Liv-Mos: A War-Gal:
A Gal-Rum: A Ber-Sil: A Boh H:
A Hun: F Rwy H: F Bal H:

The underlined moves fail; The Italian A Rome is displaced and may retreat and does so to Apr. The Fall 1908 Moves are due at 10 AM 15-4-73.
No Press this time:

MOW Spring Con at NEU March 31
be there and join the fun!

Join MOW send 50¢ to Jim Pubsipher
223 DHH, Mich Tech. Houghton, MI
or sub to BOAST for 1 yr. Out
staters send \$1.25 to Jim.

72 CA Winter 04

First with the fall moves a mistake. The FRENCH A Pie is dislodged and retreats to Tus. Thus the Italian move A Tyo-Pie succeeds and thus Italy doesn't get a build. PLEASE NOTE THERE IS NOW A FRE. A TUS AND A ITA. A PIE!

ENGLAND BUILDS UP LAND FORCES

ENGLAND(GORSKI) B A EDI

TURKEY(LEAHEY) R F Con

The deadline for the Spring 1905 moves is 15-4-73 at 10 AM.

71 DH Press cont.

It is hoped that with First Army support, the French Army will be able to capture the Bavarian capital of Munich:

London: Peace reins supreme!! Everyone is invited to Switz, as Lake Geneva is going to be filled with Champagne to celebrate the Proclamation of peace!!!!

ZOORICH:BOAST: Peace is not forth coming as the world still struggles to remain supreme in war making. Not all of Europe wanted peace, thus the war still continues.

71 DB Press:

CASTLE INVERNESS: Bubble, bubble toil and trouble....

Zoorich:BOAST: Buts who's in the hot oil?

If you have not signed up for the phone call, in case of missed moves, please do so, as it is there to protect you!!!!!!
It cost you but \$1 and that is returned to you If I don't use it.

72 ABU

Spring 1906

JAPAN MOVES IN EAST, AND LOSES
HIMSELF IN WEST!

INDIA(VAN DE GRAAF) A Kan-Thon:

A Han S Jap A Can-Pek: A Sik-Tib:

A Cal-Del: F Ara S Jap F Som-Ado:

A Sing-Afg:

TURKEY(LANGS) F Say-Pes:A Ara-Sys:

A Bag-Ira:F Yag-Por:A Con H:

ENGLAND(EMMON) F Por S F Space:

F Spa so H: F Tai S Jap F Mid-Thz

F Lon-Nth: F Bal S Jap F NW-Arg: :

A Liv-War:

CHINA(KISLER) A Ira-Pes:A Peh-Han:

A Thon S A Peh-Hon:A Kon S A

Peh-Han:ESS:

AUSTRIA(MATTHEWS) F Lon-Arg:

A Aeg-Con: F Tai-Ado: A Syr-Arm:

A Sev S A Syr-Arm: A Rom GSer:

A Bar-Tri: A Gro S Ita & Bul:

GERMANY(SCHWASS) A Kio-Den:

F Arg-Bul: F Nth S F Nrg-Bai:

S Spa-Hwy: S Bal S F Nth: F Bal-

Arg: F Bar-Kio: F Por-Bal: A Bre H:

A Plo-Por: A Gag-Spa:A Mor S A

A S-Spa: A War-Mos: A Skg-Cron:

A Vle S Chi A Thon-Hon: A Oank-Sin:

A S-Spa: A S-Spa:

ITALY(COUBURN) F Han S A Can-Pek:

A S-Spa: A Can-Pek: F EGR-

A S-Spa: A Can-Pek: F EGR-

72 ABu cont.

Japan- B SPA H: F SPacbb-Mid:

F Timobb-SAL: F Cal-Tin:

F Can-Siam: F Thalec-Joh:

F And-EIO: F WIO-SOL: F Som-Ado:

F Mid-Nrg: F HAL-ENG:

ITALY(COUBURN) HLR A's Mog, EAF,

Mor, Ven, Bul, H: F's Pen Ray,

Per, Lib, Wes H:

The underlined moves fail. The Turkish A Ara is displaced and retreats to Ank. The Chinese A Pek is displaced and Elim.

The Fall 1906 orders are due on 15-4-73 at 10 AM EST. I'm going to ask Robert Martin, B 126 Bryan, E. Lansing, Mi. 48823 to send in stand by moves for Italy, in case Mr. Couburn doesn't send in his moves. It should be noted that Tom Kistler has decided to finish the play of China. THAT is to say stay in.

I need only 1 more person to buy a Starlord game in order to get it for \$3.75. This is 25% off the retail price, but I must have this 1 last person before I get them to you, tell your friends about this offer. It is one of the best SF games anywhere.

The PO is getting so bad, that John Boardman, is going to 3 week deadlines after approx. 10 years of 2 week deadlines, of which he never missed! He has games open(5) at \$10. This is in anticipation of postal hikes that might raise 1st class to \$1.50.

International Game Show

♣ Diplo-Con VI ♠

June 22, 23 & 24, 1973

Diplo-Con VI

WILL RICHARD ACKERLY SUCCESSFULLY DEFEND HIS TITLE IN THE 49-PLAYER DIPLOMACY TOURNAMENT, or will YOU be victorious and take it away from him? The 2nd Annual 49-Player Diplomacy Tournament will award, in addition to the touring Diplomacy Cup, a beautiful, hand-made, inlaid hard-wood, Diplomacy board; engraved with your name. The tournament is held in two rounds of competition. On Saturday, 7 full games are played. On Sunday, games for the winners, those who were in draws, and the highest ranking 2nd place players, will be scheduled.

DIPLOCON, in Chicago, will feature the inventor of Diplomacy, Mr. Allan Calhamer, heading a seminar for novice players on the strategy and tactics of the game.

For members of the National Diplomacy organizations time and space has been set aside for open meetings of the leadership and the members.

DIPLOCON VI is a place to meet your play-by-mail opponents and gamesmasters, and to meet new rivals among the hundreds who will attend!

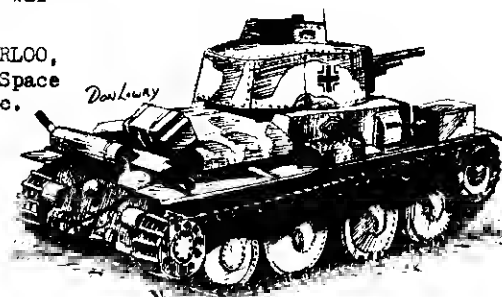
Chicago II

The largest Historical Conflict Simulations Convention in the U. S. will convene again in Chicago for your pleasure and enjoyment. The three major divisions this year will be:

- ** A 2 day Chess Exhibition, in which Chicago Area Chess Masters will simultaneously play multiple challengers. The first challenger to topple each of the Chess Masters will win a fabulous prize.
- ** The Tri-Century Miniatures Trophy and \$50 in gift certificates will go to the best overall player in a Napoleonic game, a Medieval game and a WWII armor game! Prizes will also be awarded for scheduled Modern, Naval (WWI & WWII), American Civil War and Fantasy miniature games!
- ** The Old Masters Avalon Hill Trophy for best overall play in playbalanced WATERLOO, STALINGRAD, and GETTYSBURG, plus a gift certificate award, will be awarded. Space will also be available for all types of adult games, wargames, miniatures, etc.

Three other features will be:

- ** An exhibition of ancient and precious games and chess sets.
- ** Workshops in Diorama Construction and Soldier Conversions.
- ** An Adult Game Bazaar where you can buy all types of games, miniatures, books, magazines and novelty items!



JUNE 22, 23 & 24 are the dates for the INTERNATIONAL GAME SHOW, held this year at the Bismarck Hotel, La Salle & Randolph, in Downtown Chicago.

Fees:	FRIDAY JUNE 22 2:30 PM- 12 PM	SATURDAY JUNE 23 9:00 AM-12:00 PM	SUNDAY JUNE 24 9:00AM-8:00 PM
spectator	\$1.00	\$2.50	\$2.50
Cheese only	----	\$3.00	\$3.00
Player	\$2.00	\$5.00	\$5.00

(access to
all events)

For prepayment, before April 30, 1973;
minus 50¢/day in Spectator or Chess
minus \$1/day as an all around player

Room accommodations, in beautiful, newly remodeled rooms, is a fantastic \$16/day for Singles and \$22/day for doubles. A \$10 deposit to the Hotel is required on check-in times after 6 PM. Make all checks payable to the INTERNATIONAL GAME SHOW at 205 West Wacker Drive, Chicago, Illinois 60606.



72 AP ~~The~~ Victors' Statement

Like Boatswain

1972AP was one of those unusual games in which everything went right. I would like to think my skill was responsible for this, but when you win in five years there has to be some luck involved. One developer said I step in a million times.

In the beginning of the game I was determined to secure two allies - Italy and Russia. Austria needs both of them to do well. I knew that it would be a trouble if I allowed Russia and Turkey to ally against Germany. Italy helped me. I tried to convince Italy to use a Lepanto opening against Turkey but he wasn't interested. He wanted to move against France. Even though this wasn't exactly what I wanted, I was pleased because I knew that I would be saved for at least three years. After receiving letters from other players in the game and looking at the probable alliance structure, I realized that this would be even more beneficial than my original plan of action. The other countries had left me out of their calculations. Naturally, I encouraged this and at the same time I began the preparations for the blitzkrieg.

The alliance structure that was so favorable to me had France attacking Germany and Turkey, Germany and England attacking Russia. This left me and France as the likely winners of the first phase of the game. Whoever got Italy to attack the other was home free. I'm not sure France knew how important it was to succeed, but I did. I had spent a lot of time securing Italy's friendship. When he attacked France I knew I was in a position to succeed.

In the Fall of 1901 Russia supported me into Bulgaria as we had planned before any moves. In 1902 I moved north to prevent Russia from getting all of Italy and helped Russia take Constantinople in exchange for Rumania. Italy didn't like my move but since he couldn't do anything about them since he was committed to an attack on France. If I had attacked Russia (as Billy wanted) then the game would have become an even battle. The fact that Russia had more centers than I did didn't worry me. I knew he couldn't go much further without meeting stiff resistance from the English and Germans. Besides, I had a perfect move planned for 1903. I had to use it then. After that Italy would be able to defend himself since he would be capturing supplies every year. Italy was ready to finish France but he was wide open to me and I slipped in and took three of his centers.

It could say the game was won at this point. There were no naval powers to threaten me, and I had more than enough armies to handle Russia. He could have delayed my victory for three or four years if he had expected my attack and defended himself, but in the end he would have been defeated.

MMI Boxes for sale.... Robert Beasecker is asking \$7.50 for
I believe \$10. Paul Den Uyl has some to sell also at \$1.25
per box. Contact these people or me for more details.

THE WARGAMING SCENE

Spotlight on...

... FLETCHER PRATT'S
NAVAL WARGAME

With in the last couple of days, I have received, the above mentioned rules, from the Big League Hangers co. in Minn. The cost ran me \$5.50 for FPNW, and the packet with charts etc for the River Platte battle. Since I have received the package I've had a chance to use the rules, and though they lack a bit in the realism, they are very playable.

With the entire packet, there was the rules book, which told you how to make the movement gages, the firing arrows, the distance charts, penetrating chart, and how to move, fire, launch torpedoes and the use of aircraft. Then there were the charts for each of the ships that fought in the battle, with 1/1200 diagrams that are used when the models aren't available. Also given were the damage charts for each of the ships, as well as the formula to use to make these charts for any ship that ever was, in the age of iron ie WWI WWII up to now.

It takes about 5 minutes to learn how to play and get set up. It is a matter on moving your ships in any way that you want, though you can only turn up to 90° in any one given movement phase. Then you have to get down a sight the other ship(s) with your firing arrow(s) and write down the inches distance that you guess it is at, what guns firing. All this is to be done with in a time limit, usually 60-90 seconds makes for the best game.

It is then a matter of taking tape measures, lining them up with the fire arrow and seeing where the shots landed. If hits are scored the taking damage and recording how much you have. With a little guess work and a good eye you'll start to land a few shells and then the battle is on for earnest. Once you have hit the ship, you find that you are able to continue for some time hitting the ship. That is the game.

What the game lacks is the fact that there are no rules covering fires, ramming and all ships can turn the same. Also missing is the different makes of gun versus the type of armor. One set of rules that I have played before the German 11" guns could fire further than the German 15" ! and on and on the British 8" was better than the Italian 4" in range and power. Considering that these are a good set to start with and are fast playable and quite real, they are very good for the beginner and for one wanting to see if he would like to go into this type of thing more.

THIS IS A SMELLY PUBLICATION. EDITED BY NO ONE MAINLY LE.

72 AP : Final Round

In issue 11 72 AP started. It was the fourth game that was started in BOAST. It so happens that it was also the first game to end in BOAST.

This game was not plagued with missed moves, as was the case with many other games that started before it. Only two players were dropped and replaced in the course of this game. The game lasted only five short years and at the end of that time Austria had come out on top with 18 suppl centers.

The players were: Austria, Mike Hecamore W F05; England, Dave Don W F1; Dropped S01 Tom Kistler F01; End; France Bill Thomas; Germany Robert Bhassecker; Italy Ron Gossak; Russia, John Hendrix; Turkey Don Padalis Dropped S03 Bob Matthews F03-F04.

The supply chart:

	01	02	03	04	05
AUS	30	10	8	16	18
ENG	30	10	4	4	4
FRA	3	10	3	2	2
GER	3	10	2	1	1
ITA	3	10	3	3	3
RUS	4	10	10	8	6
TUR	4	10	1	0	0

* Did not build up to this strenght.

This game opened with Italy and Germany going on France, with England dropping out fast like due to missed moves in S01. But as Germany moved west so did the Russians. Berlin fell to the bears in F01. And in the south east Austria and Russia hit on Turkey.

England and Austria made the best of the missed moves by Turkey and Austria and Russia each getting 3 builds, and the race was on. As the west fought with themselves, the eastern allies were on the march.

In 1902 Austria attacked Italy and Russia moved deeper into Germany. Italy and Germany continued the attack on France. England tried for Norway was stopped and went for Denmark. Turkey could do nothing under this onslaught and missed moves again worked for the allies. Russia picked up 3 centers with Austria two.

1903 saw the Austrians sink the knife into the Russia who had left the centers open to the stab. The game was decided with this year. Austria took 3 centers as the west started to stop the Russians.

1904 witness the blood letting on Russian soil. The eastern suppl centers left in the open fell before a wall of Russian army. There was no way to stop the red giant as he picked up five centers for a total of 16. The west there was still in a state of shock. Germany was hanging on for dear life in 1904.

TOURNAMENT GOLF

by Bob Jonsma

Most war gamers are gamers and own a variety of games. Some gamers are also golfers. Therefore, there is someone who may read this.

Tournament Golf is a board game, produced by Rigley Banada. The quality is very good and should be for \$12.00. The board is a reproduction of the Green Valley Country Club course. It has small squares superscribed on it. From square to square is 20 yards. From Square to Line is 10 yards.

Each club has a die: 4 woods, 2 iron-wedge and a putter. Printed on the dice, are the probable distances for that particular club. There is also a directional die, which decides the slice hook or straight. When using a wood the slice or hook is doubled. When chipping, (which maybe done with a 5 iron-wedge) distance and slice or hook are halved. The putting die reads; In, 5 and 10. On the green, there is a 10ft circle, and a 5ft circle. So putting is simple: you put outside the 10 foot circle, putt from 10 feet, or from 5 feet. Putting outside the 10 foot circle, your odds are 1-5. Putting from the 10 foot- the 5 foot your odds are 2-1 of making the putt.

Tournament Golf is one of many golf games on the market today. But in my opinion it is one of the best. Although luck is a large factor, it is one game that club selection plays a very important role.

72 AP cont.

When 1905 came about it was really no surprise to see Austria with the 18 centers needed to win.

Austria was well played by Mike Rocamora and he deserves all the credit for this win. It was quick and well played by him. He took advantage of the confusion in the west to go east and then got into the west before they were ready to put up any type of a fight.

Russia was doing rather well and it looked like a toss up between Austria and Russia, until he trusted Austria a bit too much and left his underside open. Once Austria stabbed there was no way to stop him. John Hendry, playing Russia, had a more united front facing him. Though Germany fell fast, there was England to face and this slowed him down enough to stop any gains in 03, when a build might have saved him in the south.

My congratulations to Mike for the, and to the others to a nicely played game. Best to all of you in the future!

NEWS OF THE REALM

Frist off, on the maps to Mich Dippy, the Duplactor outt off some parts. Namely on some Keweenaw at the top most is a Peninsula jutting into LkS and a supply center. On the south there is Adrian which is a supply center and Lake Erie. That is about all.

Today SAT #35 arrived! It was about time and well contray to rumors they are still alive and well. In this issue they supply a yearly report, with some \$500,000 sales etc. They go on in the issue to explain why everything was so late, and I'll not repeat it here.

New games by SPI, RITCH & SARKER, INSKET & PEAR, AUSTRALITZ. All are "boxed" games and sell for \$5.

SDC news... The latest issue of CONFLICT Magazine will be out by March 24. This news is straight from the Editor. He notes that the printer would take the plates off the presses whenever a bigger job come in. They are now looking for a new printer. There should be some flyers that I'll send along with in the next couple of issue to let you see what they are now putting out.

THE SPRING NOW CON IS MARCH 31st AT MSU. From the looks of it it will be a big one. I'm going to try hard to make it one way or another, but it is doubtful, BE THERE!

Paul Wood-- has finally gotten his mimeo machine and they are now off and running.

The MGR will be handed out at MSU, and sent 3rd class to others that aren't there.

If you want to hold a SUTTER NOW CON, please contact right away so we can set up our summer program. So far Sept 2 is the Zealand Con, with a date yet to be set will be the Detroit/ Michigan Con, for sometime in August.

DIPCONVI will be 4 big days (see Flyer this issue) and will include many good things. Let me know if you are going and I'll see about arranging car pools.

Game rulings? Send them to Bob Matthews and Dean Schmass. They are collecting rulings that will appear in the MGR.

NOW Membership is up to about 77+ people

XEN. BY L. Perry has gone off-set and quaterly. If you are interested in polly-soi, then sub for \$5, otherwise stayaway. Perry also is doing a Who's Who of Dippy. so many others are running this I will not.

KIMMY TED TO THREE

Games that are open.

Well for this issue yet, there will be an opening in BOAST. It looks like within the next couple of issues there will be games opened. In STENCH!! I have a Foundation game open. It has 7 confirmed and 2 other more than likelies, thus one to three spots are left so hurry in all that money. Costs is a Sub to Stench!! Approx. 9/81 and a 42 SB. I also a Rich. Dippy game opened, with three players signed up, Kistler, Wood, Nelson, Joanne, and possibly the designer of the game. It costs a Sub and a \$200, plus you must be a NOW member, and want to write a bit of press for this, please, the countries will be assigned by me, thus one from each area would be preferred. (see page nine for contacts to Rich Dippy). Also in STENCH!! I have a 111 game, one has a 111 game, one has a 111 game, one has a 111 game.

I have the cheapest prices for this game anywhere! Also I have a modified Foundation game open, with one signed up, Rick Brooks, so there! In FORGED IN IRON!! I have a WWI game of Strat I open. I have a STAR BOMB GAME open in SOLAR. Price is a sub 11/81 and a \$200. With the next issue of BOAST the SOLAR HR's will be cut and then you can start to send in money and not before!

Let's see what other have open--- John Boyer has his Cine game open as well as other good stuff in his sines. Write John, at 117 Garland, Washington Pa.

John Boardman, 234 E. 19th St., Brooklyn NY has reg. games open at \$10 a crack. GRAUSTARK runs 12 pages and John is one of the best, as well as the oldest continuous pub in this field. I plan to join yet another one of his games.

Lew Pulsipher has some games open, write him at 329 Twin Towers, Ablion, Mi. Lew is a trust old one and another good WNI, and NOW member.

Bill Thomas, 18634 Birchmont, Detroit has opened his second game, and is looking for players. In his first game he is looking for players, and is looking for players in that one.

THE END FOR NOW

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